

DYNACOMP

the
NOMINOES JIGSAW
puzzle

THE NOMINOES JIGSAW*

(C) 1980 by DYNACOMP, Inc.
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INTRODUCTION

THE NOMINOES JIGSAW is a jigsaw puzzle for the computer in which the playing pieces are nominoes. Nominoes are shapes which are formed by combining squares, side-by-side, into various configurations.

For example:

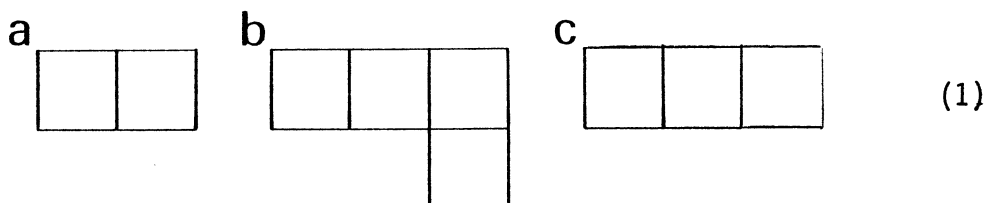
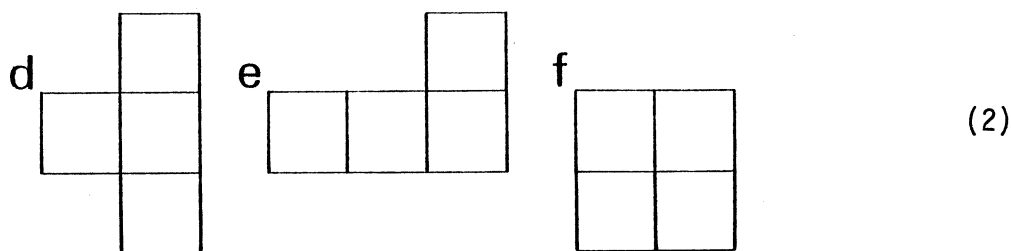
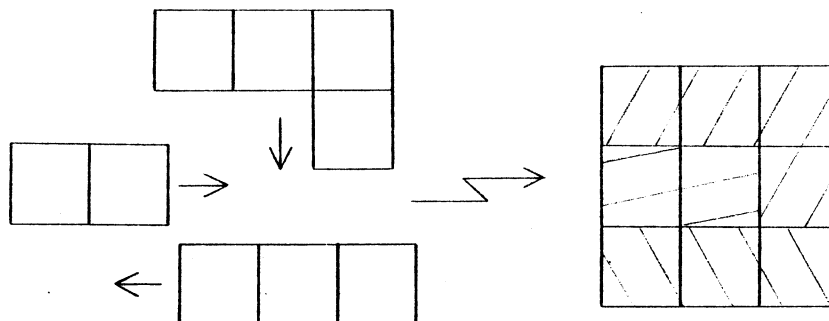


Figure 1a shows a nomino of size (order) 2. The nomino in Figure 1b has an order of 4, and 1c is an order 3 nomino. Note that there are various configurations possible for a given order nomino:



Examples 2d, 2e, and 2f are all nominoes of order 4 (as is example 1b above), yet all present a different shape (or mirror image) to the user. THE NOMINOES JIGSAW challenges the user to construct a nine-by-nine square by fitting together nominoes ranging in order from 1 to 5. For instance, the nominoes shown in Example (1) can be combined to form a three-by-three square as follows:



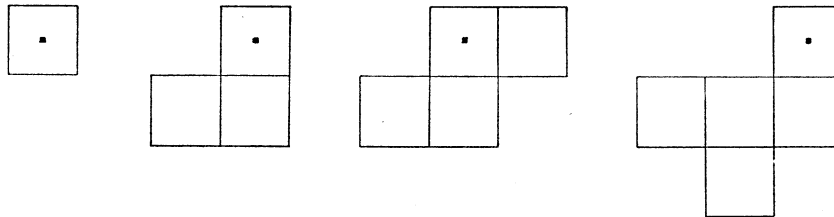
* Program Code (C) 1979 by Charles K. Minns and Brian Brownlee.

THE NOMINOES JIGSAW builds a different puzzle each time it is run. The puzzle is created by drawing from a repertoire of 60 different nomino shapes from order 1 to 5. Each shape has an identifying number and, for easy reference, all 60 shapes are always on display to the right of the playing area.

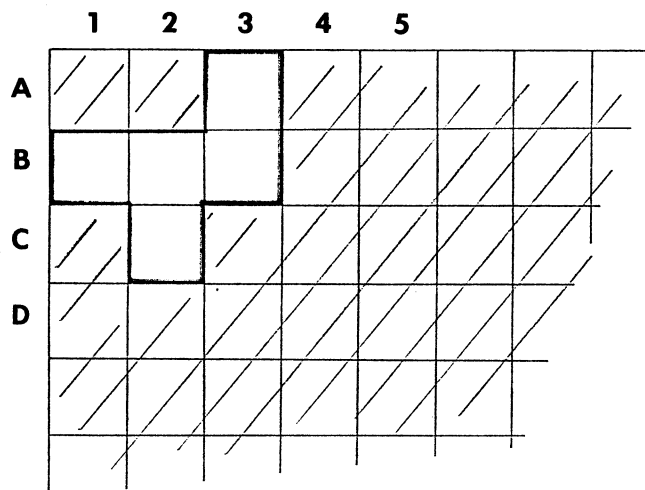
THE NOMINOES JIGSAW

The object of the puzzle is to determine the nominoes which the program generates and to locate them onto a nine-by-nine board (81 squares). The rows of the board are labelled A through I. Columns are labelled 1 through 9. The nomino shapes are chosen by number (01 through 60) from a display to the right of the board. Note that smaller shapes may occur several times in a puzzle and that not all shapes are used in any one puzzle.

The nominoes are placed on the board by specifying the board location of the top-left square on the nomino. The top-left squares are indicated with dots for four different nominoes as shown below:



To place shape #48 into its spot in this puzzle:



You would locate it at Row A, Column 3 (A3). When entering the shape number, be sure to enter any leading zeroes; i.e., "07" for shape 7. If you depress the wrong key, your guess can be cancelled by using the slash key ("/").

As shapes are correctly located, they are filled in on the board. The game ends when the entire board is filled in. Scoring is computed based on the total number of guesses made to complete the puzzle, and the level of difficulty chosen for the puzzle.

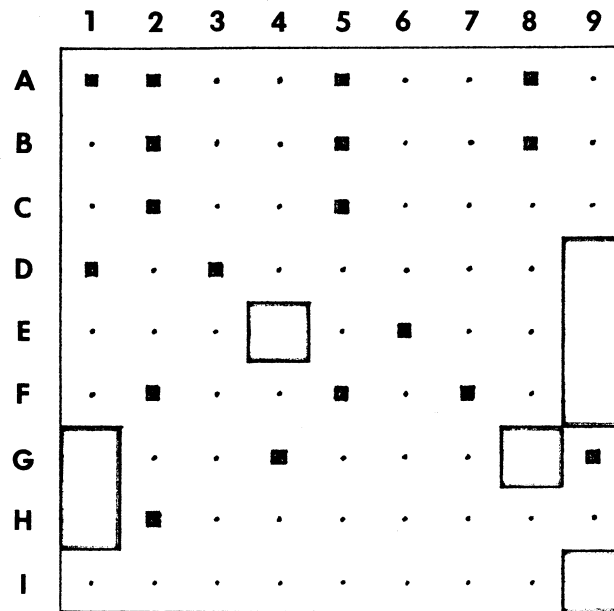
The level of difficulty of the puzzle is set by how many hints you desire to be given. For instance, you may choose to have the location of the top-left square of each nomino indicated on the board. These positions are called posts and, when displayed, will be very helpful in positioning the pieces.

A more difficult option would be to have the posts indicated only as they are located during play. Finally, you may choose to have no posts indicated before or during play.

The other contributor to the level of difficulty is the disposition of nominoes of order 1 and 2. You may elect to have all order 1 and 2 nominoes filled in prior to starting the puzzle. This will give many clues as to where to position the remaining nominoes. Or, you may elect to have only order 1 nominoes displayed, making the puzzle a bit more difficult. And finally, you may decide to try the puzzle with none of the lower order nominoes filled in. This last option coupled with a "no post" option will certainly make for a challenging evening of puzzling!

During play, you will be constantly advised as to how many different shapes of each order are left to be played. The total number of guesses will also be displayed. Note that due to the graphics mode used, the nomino shapes shown to the right of the playing area may be somewhat distorted when compared to the "full size" shapes employed in the puzzle itself. Keep this in mind when selecting the shape to be played.

The figure on the next page indicates how the board might look when starting play. In this example, the easiest options were chosen: All posts are indicated and all order 1 and order 2 nominoes are filled in. To make square identification easier, the intersections of rows and columns are indicated with periods. The posts are shown as little squares.



DYNACOMP is sure that you will find THE NOMINOES JIGSAW to be a fascinating game. If you have any problems or suggestions, please feel free to contact us. We listen.